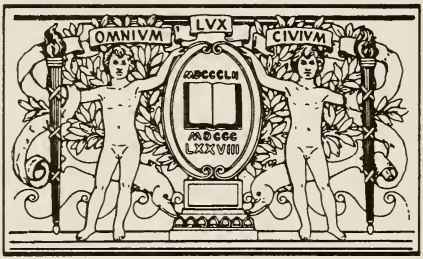

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A

MANUAL

OF

CRICKET AND BASE BALL,

WITH

RULES AND REGULATIONS.

ILLUSTRATED.

THE CRICKET FIELD.

BOSTON:
MAYHEW & BAKER, 208 WASHINGTON ST.
1858.

Sports.

Manual of cricket and base ball.

Lee Manual, &c.

A

MANUAL

OF

CRICKET AND BASE BALL,

CONTAINING

PLANS FOR LAYING OUT THE GROUNDS,

PLANS FOR FORMING CLUBS, &c., &c.;

TO WHICH ARE ADDED

RULES AND REGULATIONS FOR CRICKET,

ADOPTED BY THE

MARYLEBONE CLUB;

ALSO,

RULES AND REGULATIONS

WHICH GOVERN

Several Celebrated Base Ball Clubs.

ILLUSTRATED.

8351

BOSTON:
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1858.

CRICKET POSITIONS.

THE CRICKET FIELD.

THE LAWS OF CRICKET.

Section 1.—General Remarks.

1. Cricket is, in rural amusements, what billiards are to the denizens of the city. At once a game of bodily skill and mental calculation, it requires for its successful cultivation the union of great physical activity and courage, with considerable powers of mind, and great self-control, especially in some of the more difficult departments—such as bowling, wicket-keeping, &c., &c. Until within the last 80 years this game was very rarely played, but there is a plenty of evidence as to its existence as a game in the sixteenth century, and probably earlier even than that. But it is chiefly in the present century that cricket has become popular with all classes, and that it has taken the position which it now enjoys, as the leading game played out of doors. There are several peculiarities in which cricket stands unrivalled at present, and which I trust may long be preserved to it. These are—first, its uniting all classes; for in England the peer and the peasant are constantly seen in the same eleven; and in a country-match the best men will be selected, let their position in society be what it may; secondly, the general absence of gambling; for though betting cannot be entirely prevented, it is less associated with cricket than with any other sport of the same degree of popularity; thirdly, its healthful tendency: and fourthly, the absence of intemperanee as an adjunct. It is now the favorite game of the country village and the country town, as well as of the larger commercial cities. It lasts from spring to late autumn, depending a good deal upon the weather, for it is a game which requires a dry sod, as well as freedom from any present fall of rain.

Sect. 2.—Cricketing Materials.

2. The Essentials for this fascinating game are—first, the ball; secondly, the bats; thirdly, the wickets, consisting of

three stumps, and two bails at each end—these are all defined by the rules given in the next section; and fourthly, the ground, which should be a field of as short and level turf as can be procured, and made still more level by the use of the roller.

3. The Accessories generally required, though not absolutely essential, are—first, a line 22 feet long, with a frame of wood 6 feet 8 inches by 4 feet, for measuring the ground, and fixing the popping and bowling creases; secondly, a tent, in case of rain or very hot sun; thirdly, scoring-books; fourthly, gloves and leg-guards, to protect the hands and legs from the severe blows of the ball in fast bowling; and spiked shoes to prevent the feet from slipping when the grass is short.

4. The Game of Cricket is Played either as what is called "The Single-Wicket Game," or as "Double-Wicket."

5. Single-Wicket requires one wicket, one popping crease, one bowling crease, one ball, one bat, and any number of players arranged in two sides, not exceeding seven or eight of a side. With these the game is played subject to the special laws of single-wicket, which differ in some essential points from those of double-wicket.

6. Double-Wicket is played with one ball, two bats, two wickets, two popping creases, two bowling creases, and two sides of players—one of which shall consist of 11, but the other, though usually confined to the same number, may be extended to any other. Two Umpires are also appointed to decide upon the proper carrying out of the rules.

Sect. 3.—The Laws of Cricket.

7. The following Laws are those which are now universally employed throughout England and Scotland, having been carefully revised by the Marylebone Club, that being the highest authority in this game:

1.—The Ball must weigh not less than five ounces and a-half, nor more than five ounces and three-quarters. It must measure not less than nine inches, nor more than nine and a-quarter inches in circumference. At the beginning of each innings either party may call for a new ball.

2.—The Bat must not exceed four and one-quarter inches in the widest part; it must not be more than thirty-eight inches in length.

3.—The Stumps must be three in number; 27 inches out of the ground; the bails 8 inches in length; the stumps of equal and of sufficient thickness to prevent the ball from passing through.

4.—The Bowling Crease must be in a line with the stumps; 6 feet 8 inches in length; the stumps in the centre; with a return crease at each end towards the bowler at right angles.

5.—The Popping Crease must be 4 feet from the wicket, and parallel to it, unlimited in length, but not shorter than the bowling crease.

6.—The wickets must be pitched opposite to each other by the umpires, at the distance of 22 yards.

7.—It shall not be lawful for either party during a match, without the consent of the other, to alter the ground by rolling, watering, covering, mowing, or beating, except at the commencement of each innings, when the ground may be swept and rolled at the request of either party, such request to be made to one of the umpires within one minute after the conclusion of the former innings. This rule is not meant to prevent the striker from beating the ground with his bat near to the spot where he stands during the innings, nor to prevent the bowler from filling up holes with saw-dust, &c., when the ground is wet.

8.—After rain the wickets may be changed with the consent of both parties.

9.—The Bowler shall deliver the ball with one foot on the ground behind the bowling crease, and within the return crease, and shall bowl four balls before he change wickets, which he shall be permitted to do only once in the same innings.

10. The ball must be bowled, not thrown or jerked, and the hand must not be above the shoulder in delivery; and whenever the bowler shall so closely infringe on this rule in either of the above particulars as to make it difficult for the umpire at the bowler's wicket to judge whether the ball has been delivered within the true intent and meaning of this rule or not, the umpire shall call "no ball."

11.—He may require the striker at the wicket from which he is bowling to stand on that side of it which he may direct.

12.—If the bowler shall toss the ball over the striker's head, or bowl it so wide that in the opinion of the umpire it shall not be fairly within the reach of the batsman, he shall adjudge one run to the party receiving the innings, either with or without an appeal, which shall be put down to the score of wide balls; such ball shall not be reckoned as one of the four balls; but if the batsman shall by any means bring himself within the reach of the ball, the run shall not be adjudged.

13.—If the bowler deliver a "no ball" or a "wide ball," the striker shall be allowed as many runs as he can get, and he shall not be put out except by running out. In the event of no run being obtained by any other means, then one run shall be added to the score of "no balls" or "wide balls," as the case may be. All runs obtained for "wide balls" to be scored to "wide balls." The names of the bowlers who bowl "wide balls" or "no balls" in future to be placed on the score, to show the parties by whom either score is made. If the ball shall first touch any part of the striker's dress or person (except his hands), the umpire shall call "leg bye."

14.—At the beginning of each innings the umpire shall call "play;" from that time to the end of each innings no trial ball shall be allowed to any bowler.

15.—THE STRIKER IS OUT if either of the balls be bowled off, or if a stump be bowled out of the ground;

16.—Or, if the ball, from the stroke of the bat, or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher;

17.—Or, if in striking, or at any other time while the ball shall be in play, both his feet shall be over the popping crease, and his wicket put down, except his bat be grounded within it;

18.—Or, if in striking at the ball he hit down his wicket;

19.—Or, if under pretence of running or otherwise, either of the strikers prevent a ball from being caught, the striker of the ball is out;

20.—Or, if the ball be struck, and he wilfully strike it again;

21.—Or, if in running, the wicket be struck down by a throw, or by the hand or arm (with the ball in hand), before his bat (in hand) or some part of his person be grounded over the popping crease. But if both the bails be off, a stump must be struck out of the ground;

22.—Or, if any part of the striker's dress knock down the wicket;

23.—Or, if the striker touch or take up the ball while in play, unless at the request of the opposite party;

24.—Or, if with any part of his person he stop the ball, which in the opinion of the umpire at the bowler's wicket shall have been pitched in a straight line from it to the striker's wicket, and would have hit it.

25.—If the players have crossed each other, he that runs for the wicket which is put down is out.

26.—A ball being caught no runs shall be reckoned.

27.—A striker being run out, that run which he and his partner were attempting shall not be reckoned.

28.—If a lost ball be called, the striker shall be allowed six runs ; but if more than six shall have been run before "lost ball" shall have been called, then the striker shall have all which have been run.

29.—After the ball shall have been finally settled in the wicket keeper's or bowler's hand, it shall be considered dead; but when the bowler is about to deliver the ball, if the striker at his wicket go outside the popping crease before such actual delivery, the said bowler may put him out, unless (with reference to the 21st law) his bat in hand, or some part of his person be within the popping crease.

30.—The striker shall not retire from his wicket and return to it to complete his innings after another has been in, without the consent of the opposite party.

31.—No substitute shall in any case be allowed to stand out, or run between wickets for another person without the consent of the opposite party ; and in case any person shall be allowed to run for another, the striker shall be out if either he or his substitute be off the ground in manner mentioned in laws 17 and 21, while the ball is in play.

32.—In all cases where a substitute shall be allowed, the consent of the opposite party shall also be obtained as to the person to act as substitute, and the place in the field which he shall take.

33.—If any fieldsman stop the ball with his hat, the ball shall be considered dead, and the opposite party shall add five runs to their score ; if any be run they shall have five in all.

34.—The ball having been hit, the striker may guard his wicket with his bat or with any part of his body except his hands ; that the 23rd law may not be disobeyed.

35.—The Wicket Keeper shall not take the ball for the purpose of stumping until it has passed the wicket ; he shall not move until the ball be out of the bowler's hand ; he shall not by any noise incommode the striker ; and if any part of his person be over or before the wicket, although the ball hit it, the striker shall not be out.

36.—The Umpires are the sole judges of fair or unfair play ; and all disputes shall be determined by them, each at his own wicket ; but in case of a catch which the umpire at the wicket bowled from cannot see sufficiently to decide upon, he may apply to the other umpire, whose opinion shall be conclusive.

37.—The umpires in all matches shall pitch fair wickets; and the parties shall toss-up for choice of innings. The umpires shall change wickets after each party has had one innings.

38.—They shall allow two minutes for each striker to come in, and ten minutes between each innings. When the umpire shall call "play," the party refusing to play shall lose the match.

39.—They are not to order a stiker out unless appealed to by the adversaries;

40.—But if one of the bowler's feet be not on the ground behind the bowling crease and within the return crease when he shall deliver the ball, the umpire at his wicket, unasked, must call "no ball."

41.—If either of the strikers run a short run, the umpire must call "one short."

42.—No umpire shall be allowed to bet.

43.—No umpire is to be changed during a match, unless with the consent of both parties, except in case of violation of the 42nd law; then either party may dismiss the transgressor.

44.—After the delivery of four balls the umpire must call "over," but not until the ball shall be finally settled in the wicket keeper's or bowler's hand; the ball shall then be considered dead; nevertheless, if an idea be entertained that either of the strikers is out, a question may be put previously to, but not after, the delivery of the next ball.

45.—The umpire must take especial care to call "no ball" instantly upon delivery; "wide ball" as soon as it shall pass the striker.

46.—The Players who go in second shall follow their innings, if they have obtained 80 runs less than their antagonists, except in all matches limited to only one day's play, when the number shall be limited to 60 instead of 80.

47.—When one of the strikers shall have been put out, the use of the bat shall not be allowed to any person until the next striker shall come in.

8. The Laws of Single Wicket:—

1.—When there shall be less than five players on a side, bounds shall be placed 22 yards each in a line from the off and leg stump.

2.—The ball must be hit before the bounds to entitle the striker to a run, which run cannot be obtained unless he

touch the bowling stump or crease in a line with his bat, or some part of his person, or go beyond them, returning to the popping crease as at double wicket, according to the 21st law.

3.—When the striker shall hit the ball, one of his feet must be on the ground, and behind the popping crease, otherwise the umpire shall call "no hit."

4.—When there shall be less than five players on a side, neither byes nor overthrows shall be allowed, nor shall the striker be caught out behind the wicket, nor stumped out.

5.—The fieldsman must return the ball so that it shall cross the play between the wicket and the bowling stump, or between the bowling stump and the bounds; the striker may run till the ball be so returned.

6.—After the striker shall have made one run, if he start again he must touch the bowling-stump, and turn before the ball cross the play to entitle him to another.

7.—The striker shall be entitled to three runs for lost ball, and the same number for ball stopped with hat, with reference to the 28th and 33rd laws of double wicket.

8.—When there shall be more than four players on a side, there shall be no bounds. All hits, byes, and overthrows shall then be allowed.

9.—The bowler is subject to the same laws as at double wicket.

10.—Not more than one minute shall be allowed between each ball.

9 Rules Regarding Bets.

Rule 1.—No bet upon any match is payable unless it be played out or given up.

Rule 2.—If the runs of one player be betted against those of another, the bet depends on the first innings, unless otherwise specified.

Rule 3.—If the bet be made on both innings, and one party beat the other in one innings, the runs of the first innings shall determine it.

Rule 4.—If the other party go in a second time, then the bet must be determined by the number on the score.

Sect. 4.—The Game.

10. In Single Wicket the stumps are driven into the ground subject to the 3d and 5th laws of double wicket; and in front of them a popping crease is marked off, in accordance

with law 5. At 22 yards from the wicket a bowling stump is usually fixed, but a bowling crease, as defined by the 4th law, *must* be marked at the proper distance, and here the bowler must deliver his balls, as defined by laws 9, 10, 12, 13 and 14. The game is defended by the batsman, or striker, who stands at the popping crease; and he is bound by the laws of single-wicket, when they are in opposition to the usual rules, both of which may be referred to. The attack is conducted by the other side, placed in the field according to their numbers. Bounds are marked off when there are less than five players of a side, according to law 1; and in that case no wicket keeper is required, and all the fielders may be in front of this line.

11. DOUBLE-WICKET may be considered, for all practical purposes, to consist of two sides of 11 players each. One of these, according to the result of the "toss for sides," has the first innings, and two of their party defend the wickets with a bat each, the others being at liberty till their turns come respectively. By the other side, who are now "fielding," the attack is maintained; their object being to "take the wickets" of the strikers, by bowling at either of them four balls consecutively from the bowling crease of the opposite wicket. If the bail of the wicket is knocked off by the ball, or the stump is bowled out of the ground, or if any of the events occur which are defined by law 15, and following ones up to 34, the striker is "out," and is replaced by another of his party, until the whole side are put out *seriatim*. If, on the other hand, the ball is struck by the striker, or if certain other contingencies happen (for which see rules), the striker may run to the opposite popping crease and score one, and back again, or even a second time, or more, if possible; for each of which "runs" a score of one is to be made. The side which makes the greatest score is the winner.

12. THE MANAGEMENT OF THE SIDES is as follows:—In club-game two managers or captains are fixed upon, one for each side, who are generally the two best bowlers, they being the most scarce and valuable players; these choose their ten assistants, one after the other, from the members present, and allot to each their respective positions when fielding. In matches, the match is first made between two clubs, and then the 11 players are selected from each club by a committee, or by general consent, or by first appointing a manager, who then picks out his men, and afterwards takes their entire control in the field.

13. The Fielding requires the following men for the several places, which are filled up by those who are best qualified, according to the opinion of the manager. Thus, some men are fit for one place, and yet are very bad in another; and, consequently, the eye of an experienced cricketer is required to select them and fix them accordingly. One bowler at a time is indispensable, who bowls four balls, called an "over," and then the whole of the fielders walk over to the opposite side of the field, and another "over" of four balls is delivered from the opposite wicket by another bowler. In this way there is a constant walking from one side to the other, which has its advantages, because it prevents the danger of catching cold in bad weather, that might result if the same position were maintained for a longer period. The following diagram will explain the position of the 11 men in an "over" by a fast bowler, as well as those of the strikers and umpires :—

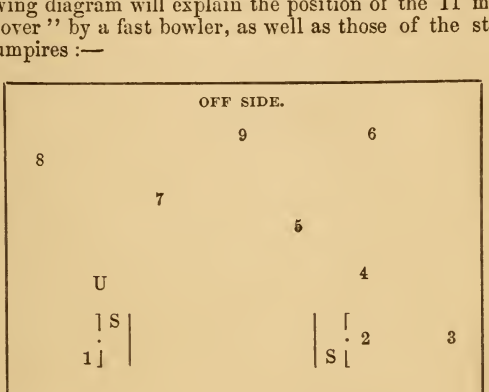


Diagram of Field for Fast Bowling.

1 Fast bowler.
2 Wicket keeper.
3 Long step.
4 Short slip.
5 Point.
6 Long slip.
7 Mid-wicket.
8 Long-field off.
9 Cover point.
10 Long-field off.
11 Leg.

UU Umpires.
SS Strikers.

14. The Bowler, whose "over" is now going on according to the annexed diagram, being what is called a fast bowler, the field are arranged to suit his peculiar style, which is now almost always the round-hand delivery. The underhand style may occasionally answer; but as the ball is delivered straight from the bowler to the wicket, and has very little side bias or twist, it is much more easy to guard and hit than the round-hand delivery, or the slow twisting style, as practiced by many good players. For the sake of simplicity, we will first consider a single "over" of this round-hand style. The bowler should have made himself as perfect as possible in this kind of delivery, and should stick to it pertinaciously if he has fully made up his mind that it suits him, and that he can master its requisites. For this style he requires a full muscular development, knack, a good eye, and a power of enduring fatigue; for it is no slight task to deliver two or three hundred balls in a morning with all the force of which the arm is capable. Accuracy of aim is the great difficulty in this style, and few men, unless they are more than commonly gifted, and also constantly in practice, can arrive at anything like certainty in their balls. Even Wisden would miss nearly as many as he would take, and very few can come up to his proficiency in this particular. Constant daily practice, not too long continued at one time, is the only way to arrive at perfection; and without playing cricket this may be managed, even in wet weather, by bowling in an outhouse, against stumps fixed in front of any soft object like straw or hay. In this way every variety of ball may be attempted, and the hand and eye may acquire a very great degree of co-operative power. But many good men in this kind of practice are upset directly when engaged in the real game, either from over-excitement, or from a failure at first to do what they hoped, or from other causes acting upon an irritable organization. Hence a quiet and composed frame of mind is as necessary as a vigorous bodily organization; and it is only when both are combined that a bowler is to be depended on. Numberless instructions and rules are given as to length of run, holding the ball, &c., but there is nothing like practice, and every man has a way of his own; though of course there are some broad rules—as, that the ball must be held in the fingers, and not grasped by the whole hand. The grand point to gain is a twisting course, after the ball touches the ground, which is highly deceptive to the eye of the striker. Indeed, to reverse the law of mechanics, which

tells us that "in objects propelled against a plane surface, the angle of reflexion is equal to the angle of incidence," is the highest ambition of the bowler. Without this twist, the striker can calculate to a nicety where the ball is coming, and if his eye and hand are good, can play it accordingly; but with a deceptively rotating ball, it appears to be running clear of the wicket, and yet turns round the bat and takes the outside stump. The bowler, in practising, requires lessons from a professional even more than for batting; for the one is now a much more acquired art than the other. Practice, with the aid of a little instruction, will show a quick striker how to play the balls of any bowler with whom he plays much; and though this will not perhaps enable him to play to Clarke or Wisden, yet he only wants their bowling to him to enable him to do so—that is to say, if he has "the gift," and a little perseverance. But it is not merely putting a good batsman at the wicket which will make a good bowler, though it may improve him; he requires actual demonstrations from a master of the art before he can acquire the command of the ball; and without this he would have to go through the same course which the earlier inventors of the various styles achieved for themselves, but which collectively now form the stock in trade of the regular professional. In this way the bowler, then, should learn his art; and should, while he keeps to one kind of delivery, endeavor to acquire as great a variety of distance, pace, twist, &c., as he possibly can, so as to puzzle his antagonist by giving him a different pitch and twist on each occasion. It is here that human bowling beats the catapult, which will deliver a ball with much greater accuracy and power than any arm can give it; but as in it the laws of mechanics are strictly fulfilled, the batsman soon learns to play its balls, and by practice before it, he will be able to set it at defiance. On the other hand, the scientific bowler, whether fast or slow, accommodates himself to his antagonist, looks for his weak points, and, where his armor is open, he finds room to insinuate his ball. Such are the leading principles of this art, for the filling up of which I must refer my readers to a regular bowler, either amateur or professional; or, if these are not to be had, to *The Cricket Field*, where the subject is treated at length. In playing matches, it is always desirable to increase the difficulty of the batsman by choosing two bowlers as unlike one another as possible, and thus not only to vary the balls in each "over," but also those given by the respective bowlers;

and if they do not effect the object, to put on another, if there is a third good bowler in the eleven. The second bowler is usually made short slip, and if a third is likely to be wanted, he is kept to mid-wicket or cover point; but this will in great measure depend upon his own choice, and upon his peculiar capabilities and powers of fielding.

15. The Wicket Keeper's Office is no sinecure in fast bowling, and with such pace as Wisden or Mr. Fellows gave the ball it is really a service of great danger to an inexperienced hand. Tubular gloves and guards for both the abdomen and legs are absolutely required, and without them few men would go through a single match uninjured; indeed, without gloves the first ball would generally suffice. There is very little to be said as to the duties of wicket keeper, which are in fact *only* to stop the ball if he can, and be ready to stump the striker if he is off his ground; or, in running, to be ready to catch and stump before the striker grounds his bat. But though theoretically there is little difficulty, yet in practice there is the greatest possible; because the twist of the ball is as puzzling to him as to the striker, and when he expects it to come into his hands it often takes his chest or his face, or flies clean off him altogether. Practice and a quick eye are the requisites for this place, together with strong hard hands.

16. Long Stop is only an assistant to wicket keeper, and he should be that player's double, with the power in addition of returning the ball to him with precision, yet without too much pace. He should be an exceedingly good and long thrower, but his especial quality is the power of stopping balls with certainty and returning them quickly.

17. The Rest of the Field have nearly the same duties—namely, first stopping or catching, and then rapidly returning the ball, to do which properly they must often cover a great deal of ground by running to balls falling at a distance from their several stations. Beyond these points the chief art lies in the position assigned to each by the captain of the eleven, who varies it according to the bowler and the striker. In the diagram given at page 11, the field is arranged for ordinary round-hand fast bowling, and "point" is placed about 12 or 15 yards from the striker, well supported by his "cover." "Short slip" is also well off the wicket, with "long slip" to cover him. Quick throwing is the next in importance as a qualification for all fieldsmen after stopping and catching, which they ought all to be thorough adepts in,

with both hands, or with either, and at all distances. The attention must never flag for a moment, and the man who "stands at ease" in the cricket field is never to be relied on —that is to say, if he stands so after "play" is called. In all cases the fieldsman who stops a ball returns it either to the nearest wicket, or to the one which is least defended— that is to say, which is the furthest from the striker who is running to it; but, unless there is any good reason, the ball from a long distance is better returned to mid-wicket than to bowler, on account of the latter's duties requiring the more delicate use of his hands. Whenever wicket keeper advances to meet a ball, slip must take his place at the wicket, in order to be ready to stump by a quick return from wicket keeper. In balls which are hit far away, every man who stands to receive a throw ought to be backed up by the nearest player whose station is out of the line, in case the first should miss it; and this is of the utmost importance to good fielding, and is a part of cricket in which country clubs are lamentably deficient.

18. The Batsmen, or strikers, should stand in the attitude well depicted in Batting illustration No. 1; and in playing fast balls should rarely attempt to strike them, unless they are more or less wide of the wicket. A straight pitch must be stopped, not hit; and it is in this point that the scientific batsman differs from the bolder, but more rude player; the latter may *sometimes* succeed in making a few extraordinary hits, which may tell up a score of 15 or 20, but the former is the man who makes a good season average, and is seldom put out for 0. Let us now suppose the four balls of one "over" played; and first let us, before we go into the description of the playing of these balls, ascertain what are the varieties of balls. I have already said that the essence of a well-delivered ball is its uncertainty, *as measured by the striker's eye.* Hence, a good ball, and an apparently uncertain though really straight ball, are synonymous terms, while those balls which go wide of the wicket, *and at the same time are evidently so*, are the very bad balls. Again, balls are either "length balls" or the reverse, according as they are pitched, or not, at the distance which is most puzzling to the striker's eye. There are many subdivisions of these balls, but it answers no good purpose to attempt a description of them, especially as a few minutes with a practical man will do more than a dozen pages of description; and as a master is absolutely necessary in cricket, so it is throwing time away to attempt to teach it

by theory. But, now then, supposing a fast ball of a bad length is bowled a foot or two on the off-side, the object will be to hit it hard and low between point and mid-wicket, just out of reach of the former, as in sketch No. 2 of Batting. Supposing this done by an advance of left leg, and a forward cut as there shown, it will be fielded by cover, who will throw up either to mid-wicket or point. These men will each retire or advance, according to the distance he has to throw, so as to be just at the full limit of his pitch. They, again, will at once pass the ball on to the bowler, or wicket keeper, and the striker will either be stumped or escape according to circumstance, it being presumed that one or two runs have been made. Next, suppose a good ball has been given to mid-stump, pitching at such an awkward distance from the popping crease as to be difficult to block, the striker must "play forward," at his full stretch, or nearly so, still, of course, keeping his foot within the crease, but blocking the ball at a proper distance from its taking the ground, and before it has had time to twist *much*. On the other hand, the third ball may also be a good ball, but pitched further back; and here the difficulty is to avoid being put out by the ball passing *under* the bat, to guard against which the striker steps back, and so avoids his fate, unless he manages in escaping Scylla to fall into Charybdis, by knocking his own bail off. Lastly, in the "over," comes a ball slightly wide of leg-stump, and here the striker meets it with a hit to leg, striking directly across its line with great force, which he can venture upon, because it is not in his opinion straight for his wicket. This hit is well shown in sketch No. 3.

19. This ends the "over," and now a slow bowler, who has been short-slip, is put on, the fielders all change sides, and the captain arranges them as follows :—

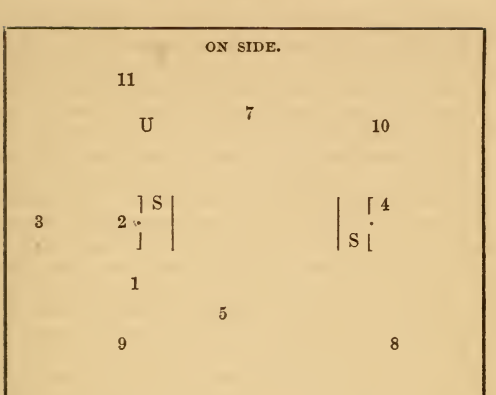


DIAGRAM 2.—SLOW BOWLING. (*Second Over.*)

1 Short Slip—(Bowler in Diagram 1.)
2 Wicket keeper.
3 Long stop.
4 Bowler (slip in Diagram 1.)
5 Point.
6 Long slip.
7 Mid-wicket on.
8 Long-field off.
9 Third man (cover point in Diagram 1.)
10 Long-field on.
11 Leg.

UU Umpires.
SS Strikers.

The captain of the eleven has now changed his tactics, because he will have very little hard hitting ; and he hopes to get near catches, from the tendency which good slow balls have to rise from the bat when only tipped. "Cover" being comparatively unnecessary, he is brought up as an intermediate slip, and made "third man," as the place is called, while point is advanced to a distance of only five or six yards from the wicket. With a sure hand at wicket keeper's place, long stop also may be put somewhere in front of the wicket, depending upon circumstances; but as a missed ball is a dangerous matter, and is often good for two runs, it is a ticklish experiment, only justifiable under peculiar circumstances. "Mid-wicket" is either kept in his old place or he is crossed over to the "on side," where he will, with some bowlers and batters, be more useful than on the "off." When the men

are properly stationed, the first ball is delivered; but the chances are that no hit is made either to this ball or to any other in the over. Slow bowling is much straighter for the wicket than fast bowling, or it is no bowling at all; but for straighter here, straighter round a corner (*Hibernice*) must be read. All cuts must be avoided, and the balls must be either carefully blocked, or they must be played with a perpendicular bat, so as to cover the wicket in the whole stroke, and to have no room for the ball to reach it except beneath it or round it. In spite of every rule (except the right one), these slow balls will find their way to the wicket at times, because they have so much spin and twist as to take a devious course to their goal. They must therefore be met as near the ground as possible before they have had their twist developed; but at the same time nothing but practice will give the proper mode of dealing with them. Sometimes here, as in fast bowling, there is a ball wide enough to justify a "cut" or a "drive;" and in such cases these or the "draw," as shown in the sketches Nos. 4, 5 and 6, may be successfully attempted.

20. Such are the most obvious directions for playing cricket: for the more intricate and abstruse questions, the reader is referred to *The Cricket Field*, already once alluded to, which has become the text-book for this scientific game.

21 The following axoims and definitions explain, as far as description will permit without demonstration, the various terms used in cricket:

1.—The varieties of balls are—"lengths" and "not lengths;" the latter consisting of the following—viz., the toss, tice, long hop, half-volley, and ground ball.

2.—Balls are to be met with a full bat—that is, the face of the bat is at right angles to the ball, and generally parallel with the wicket.

3.—Straight balls are to be blocked, with the handle of the bat well advanced, to prevent the rise of the ball, and with the whole bat placed at such a point as will take the ball about a foot from the ground. This is effected by advancing or retreating the left foot.

4.—At all doubtful balls, hit straight from the middle of the wicket with a perpendicular bat, driving the ball, if possible, to one side, between bowler and long field. In doing this, the left elbow must be kept well up, and the bat swung gently back to middle stump, previously to hitting or driving.

5.—At balls a foot or more wide of the wicket, cuts may be made by which the wicket is exposed; but as from their

badness it is safe from them, this is of no consequence. There are various modes of cutting; but the main difference is between the perpendicular cut to leg and the horizontal one to off side; and, besides, there are several intermediate ones, but the above comprise the chief varieties. In all the cuts but one, *the right leg* is stationary, but sometimes it is advanced, as shown in sketch 4.

6.—Attention is the watchword for the fielders, and they should be on the *qui vive* perpetually, not only looking out for catches, but being ready to back up one another. Laziness is the bane of the country club, whose members will not practise together; and when they do get together, are more inclined to smoke with their hands in their pockets than to do their duties. Any man will do his best when he has the bat in hand or is bowling, but few will attend to their duties as point, short slip, or mid-wicket; and numbers of balls are missed from pure idleness and inattention.

7.—The strikers, as well as the bowlers, wicket-keeper and captain, should arrange signs by which they can readily be understood; so that the former may be of one mind as to running, and that the latter may be able to communicate with the fielders without the striker understanding their signs.

22. The duties of the umpires are very onerous, and their eyes must be constantly occupied in detecting unfair play. Every ball requires watching in its delivery, and the umpire must call "no ball" at once, if it is improperly given. To save trouble in counting "overs," four small wooden balls may be strung on a piece of cord, and held in the hand, and each ball counted by slipping one clear of the fingers. This is less trouble than using bullets or marbles in the pocket. The wicket keeper's umpire should be behind and between the wicket and popping crease, so as to command both, and to see that the wicket keeper does not put down the bail while the foot of the striker is within the crease. This can only be seen well in the above position at 10 or 12 yards' distance.

Sect. 5.—Dress.

23. The Dress of the cricketer is almost universally a light flannel jacket, with trowsers of the same, or of white duck. A straw hat or light cap is generally adopted, though many good players adhere to the ordinary hat, as protecting the head from balls better than a lighter covering. Leg-guards and body-guards are used in batting and wicket keeping; and also gloves, which some also use in all places in the field.

Oxford shoes, or regular cricket shoes, with spiked-soles, complete the arrangement.

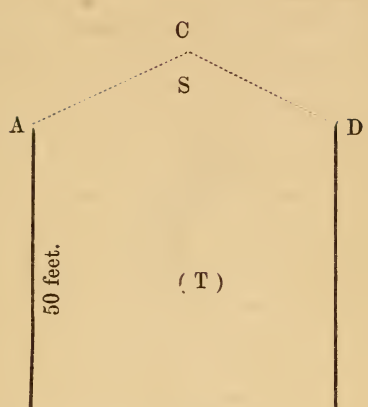
Sect. 6.—The Expenses.

24. Cricket may be played at very little expense, the price of balls, bats, and stumps being all that is really required; or it may be made a rather extravagant game, depending upon the outlay in non-essentials incident to matches, &c. The ground is the chief needful outlay, and sometimes that can be obtained all the year round for nothing, as in the neighborhood of common land. But here it cannot be preserved in tip-top order, and many irregularities will always exist. When, however, dinners are constantly being made up, and the expenses of going from home to matches are considered, it will be found that cricket, innocent as it is, may be made a source of considerable expense to a young man of limited income. To such, therefore, I would say, look well before you incur anything more than the club subscription, and you will thus often thereby avoid the payment of a bill five or six times as great as you had previously expected.

BASE BALL.

Base Ball now the favorite game throughout New England, besides an ordinary field, requires only a ball, and a bat, or stick resembling a common rolling pin but not quite so heavy, and of the same size all the way down. The Ball is the common one used in the games played with ball except cricket and football; and it is composed of a centre of cork or India rubber covered over with worsted, wound tightly in all directions so as to make a sphere, and finally covered with stout white sheep's skin, stiched in large sections.

The Game (*One out all out*) is played by first fixing four spots called "bases" at nearly equal distances, and marked by a stone or small plug. (See diagram.)



A, B, C, D, Bases. | S. Striker.
T. Thrower. | C. Catcher.

In the centre of this is another place (T) called "the seat" where the "feeder" or thrower stands, to give or throw the ball to the one who has the bat, and who stands at (S) in the diagram. Two sides are chosen, one of which goes "in" while the other is "out;" this being decided by tossing up the bat, first marking it or by the rules annexed. There should not be less than ten or twelve players in all and twenty or thirty are not too many. The "in" side begin by standing at (S), in the diagram called "the house," one of them taking the bat, while the feeder who is one of the "out" party standing at his "seat," throws the ball at or in a line with his bat, after calling "play." The rest of the "out" party are distributed over the field round the outside of the bases (C), the catcher stands directly behind the striker at a distance of at least four feet to catch the ball and return it to the feeder. When the ball is thus given the batman's object is to hit it far and low over the

field and his side put out at once. First, if he fails to strike after three trials, and the ball is caught each time by the "out" side; secondly, if he strikes it and it is caught by any of the "out" side before it falls to the ground or after a single hop or rebound, or thirdly if he is struck on the body after leaving his base and while not standing at another base. *The score* is made by the "in" party as follows:—Each player after striking the ball runs to the first base A, then to B, C and D, according to the distance he has knocked the ball, after passing D he calls "tally" and scores one, and if while running between the bases he is hit by the ball, his side is "out." After one of the "in" party has hit the ball and dropped the bat another takes his place; and on receiving the ball he strikes it or fails as the case may be. The object of the catcher and the balance of the "out" party is to catch the ball when struck or to hit the strikers while running between the several bases.

CLUB RULES FOR PLAYING BASE BALL.

1. In playing stated games of Base Ball a certain number of tallies shall be played for, (say 50,) the marking of which by either side shall constitute the game.

2. Sides shall be selected in this manner:—The President, or in his absence the Director, shall designate two members who may toss for the choice of players; and if more than one game is played the choosers shall be varied in each successive game.

3. Each player, as he is chosen, shall take his stand beside the player preceding him, in order that no confusion may ensue as to who or who has not been chosen; and every member intending to participate in the game shall endeavor to stand in full view of the choosers while the match is forming.

4. The game, unless a special agreement is made previous to commencing, shall be what is termed "one out all out."

5. The players choosing shall have absolute control of their respective sides during the game, (subject, however, to these rules,) and shall designate the place which each player shall occupy; and it shall be their duty to vary their thrower and catcher at least as often as at the close of every third

innings, in order to give those members who wish an opportunity to improve in throwing and catching.

6. If a sufficient number of members of the Club be not present at the time appointed for playing, persons not members may be chosen to make up the match, and the players so chosen shall retain their places until the game is played out; but in all cases members shall have the preference when present at the time of choosing.

7. If another player make his appearance on the ground after the game has commenced, (the sides being even,) the party having the choice shall not take him on his side until another player arrives to mate him, unless by permission of the chooser on the opposite side; but if there be a vacancy on either side he may be taken to fill such vacancy simply by notifying the opposite chooser.

8. Four bases or bounds shall constitute a round; the distance from first to second and from third to fourth base shall not be less than fifty feet, and from first to fourth and second to third not less than forty feet.

9. The striker shall stand inside of a space of four feet in diameter at equal distance between the first and fourth base; and the catcher shall not enter within those lines. The thrower shall stand at least thirty feet from the striker.

10. Players must take their knocks in the order in which they are chosen; and after the first innings is played the turn will commence with the player succeeding the one who lost on the previous innings.

11. The ball being struck at three times and missed, and caught each time by a player on the opposite side, the striker shall be considered out. Or if the ball be ticked or knocked and caught on the opposite side, the striker shall be considered out. But if the ball is not caught after being struck at three times it shall be considered a knock, and the striker obliged to run.

12. If a player while running the bounds be hit with the ball thrown by one of the opposite side, before he has touched the home goal, while off a base, he shall be considered out.

13. A player shall not be considered on a base unless he is within a foot of it. And any player struck by the ball at more than that distance is out.

14. When playing "each one for himself," or "one out —one out," twice catch behind shall be considered out; three times knock to be allowed, and the same rules to be observed as in "one out all out," with this exception, viz: the

match shall consist of a certain number of innings on each side, as may be agreed upon by the choosers, and the side marking the highest number of tallies at the close of their respective innings shall be judged the winner.

15. A player having possession of the first base when the ball is struck by the succeeding player, must vacate the base, even at the risk of being put out; and when two players get on one base, either by accident or otherwise, the player who arrives last is entitled to the base.

16. The ball being caught on the first bound from the ground shall be considered fair in all instances.

17. When no judges or referees are appointed, and a dispute arise, the two members choosing shall act as umpires in the matter; and in case they fail to settle the dispute they shall select one of the bystanders to whom the matter in question shall be referred—and his decision shall be final and binding upon all parties.

18. No member, engaged on either side, shall withdraw during the progress of the game, without first notifying the chooser of his intention.

19. These Rules shall not be altered or amended except by a vote of two-thirds of the members present at a regularly called meeting; but all, or any portion of them, may be suspended during any one game by a vote of the majority of members present at the time of choosing sides.

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